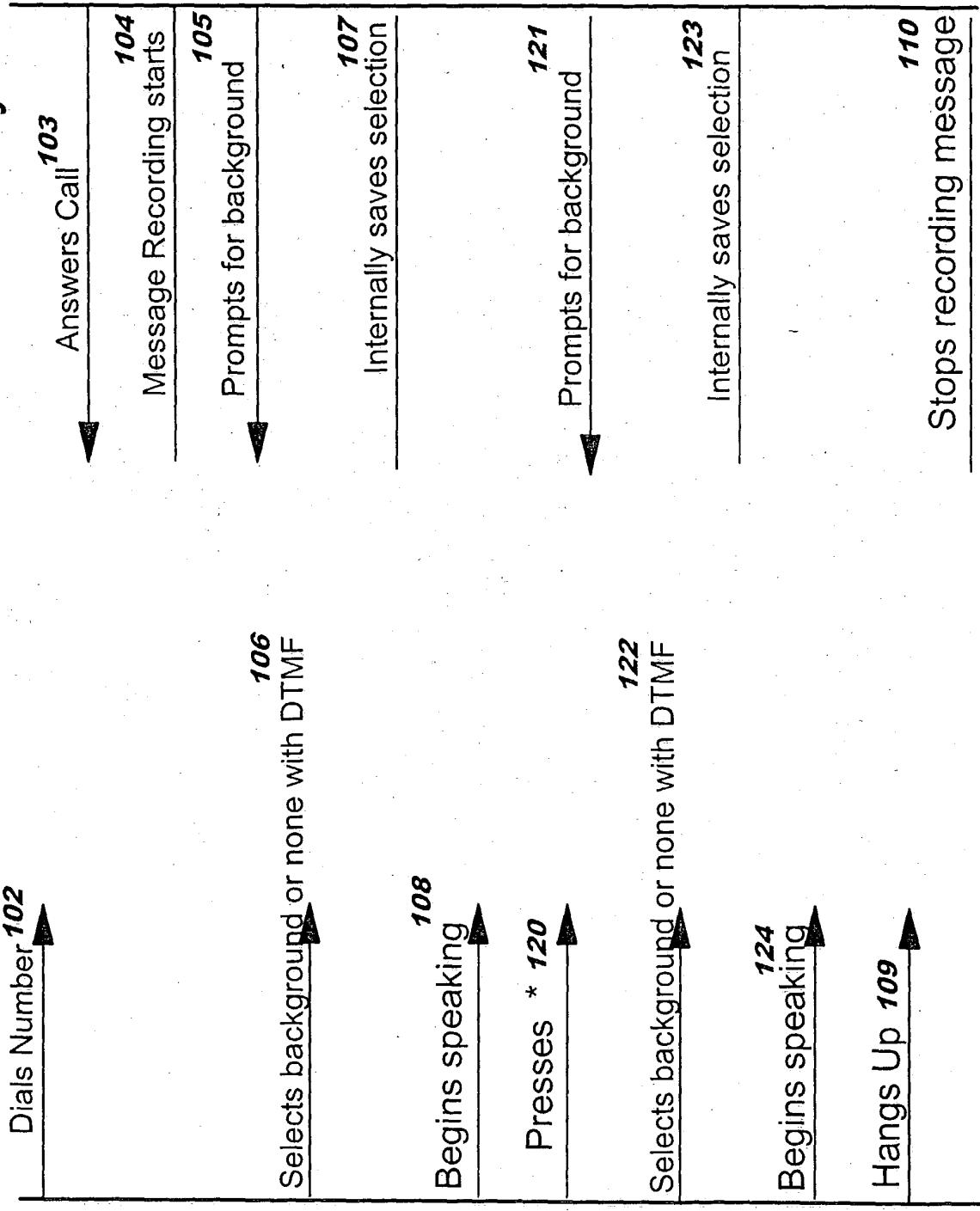
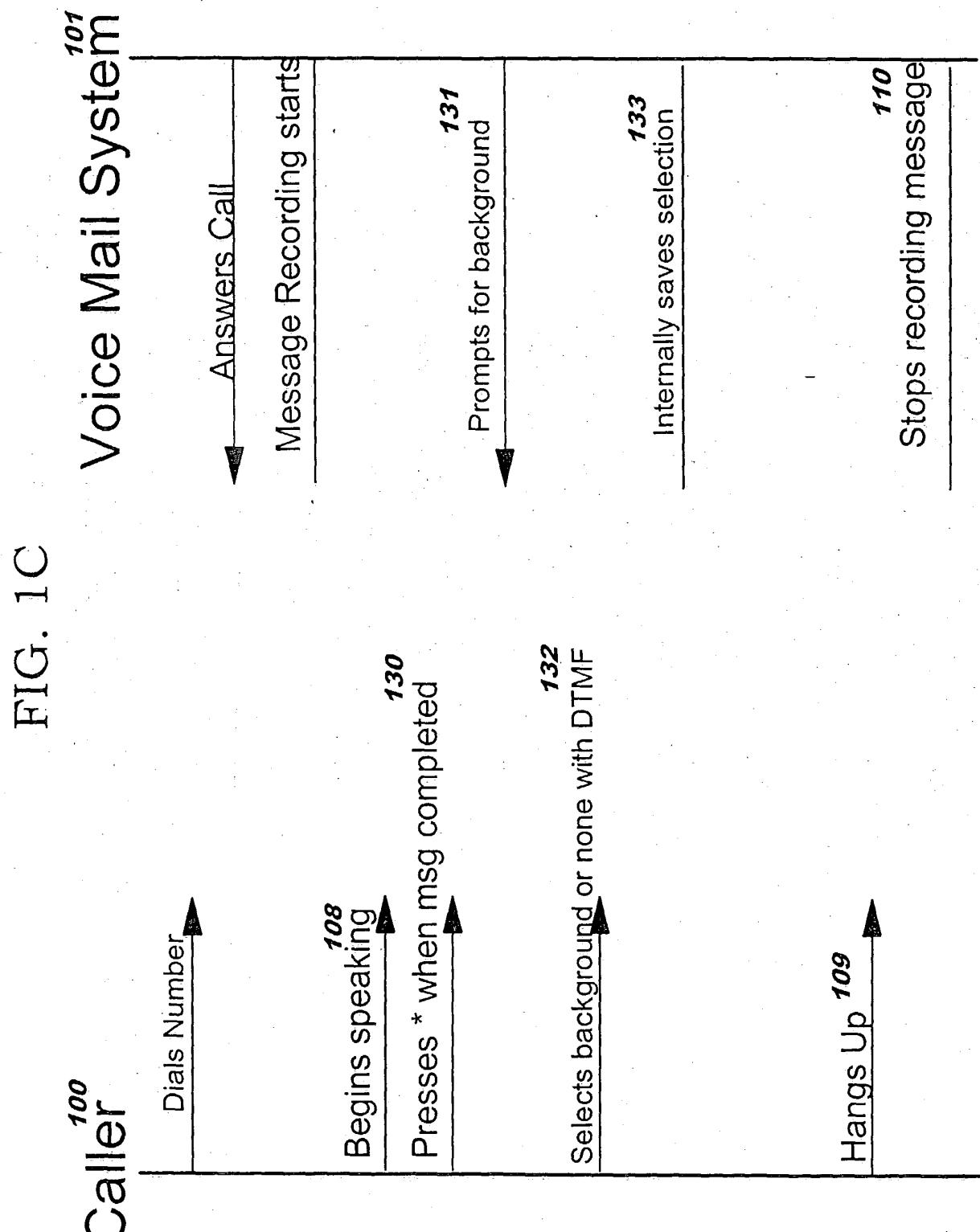


FIG. 1B Voice Mail System₁₀₁





Caller 100

FIG. 1D Voice Mail System¹⁰¹

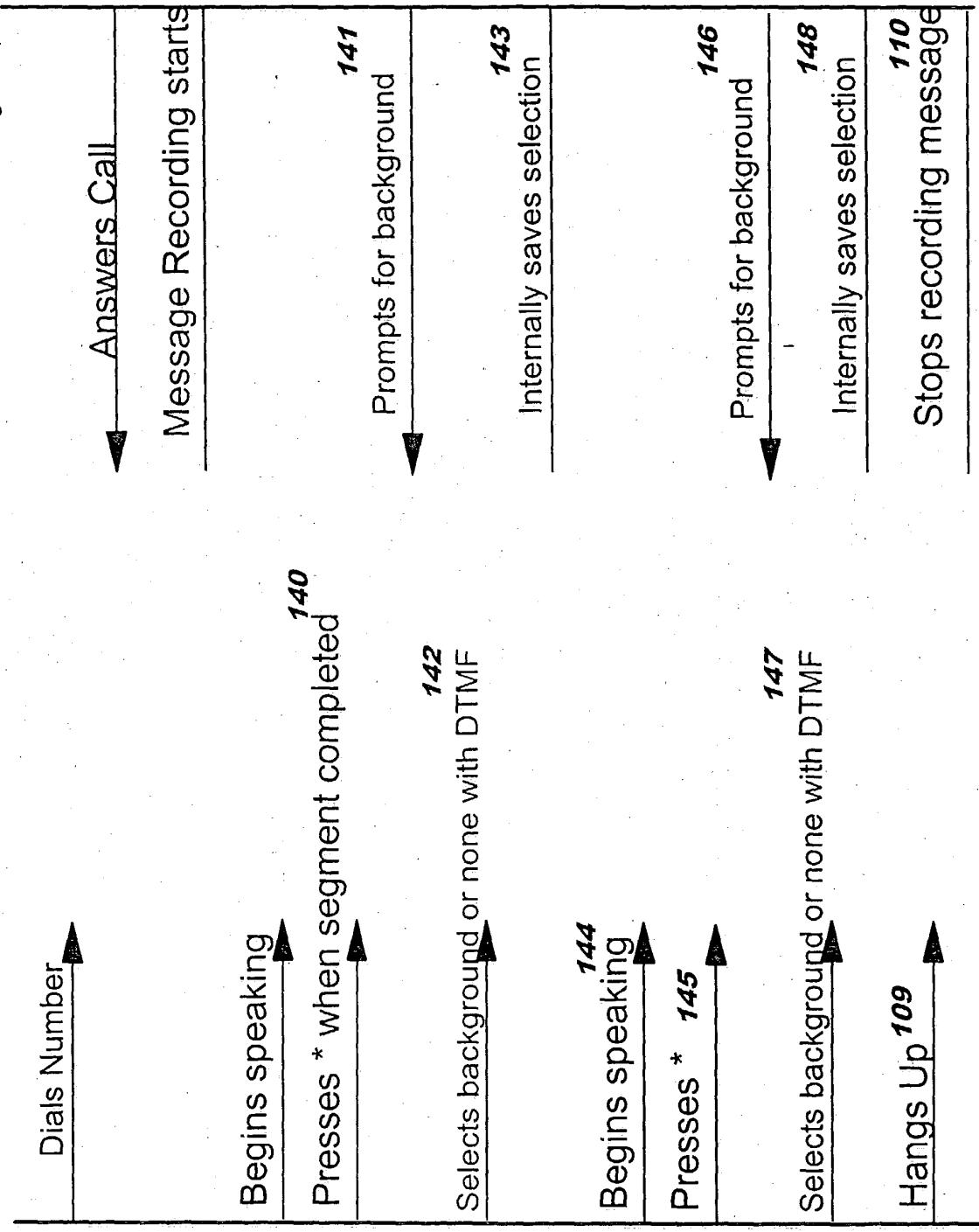
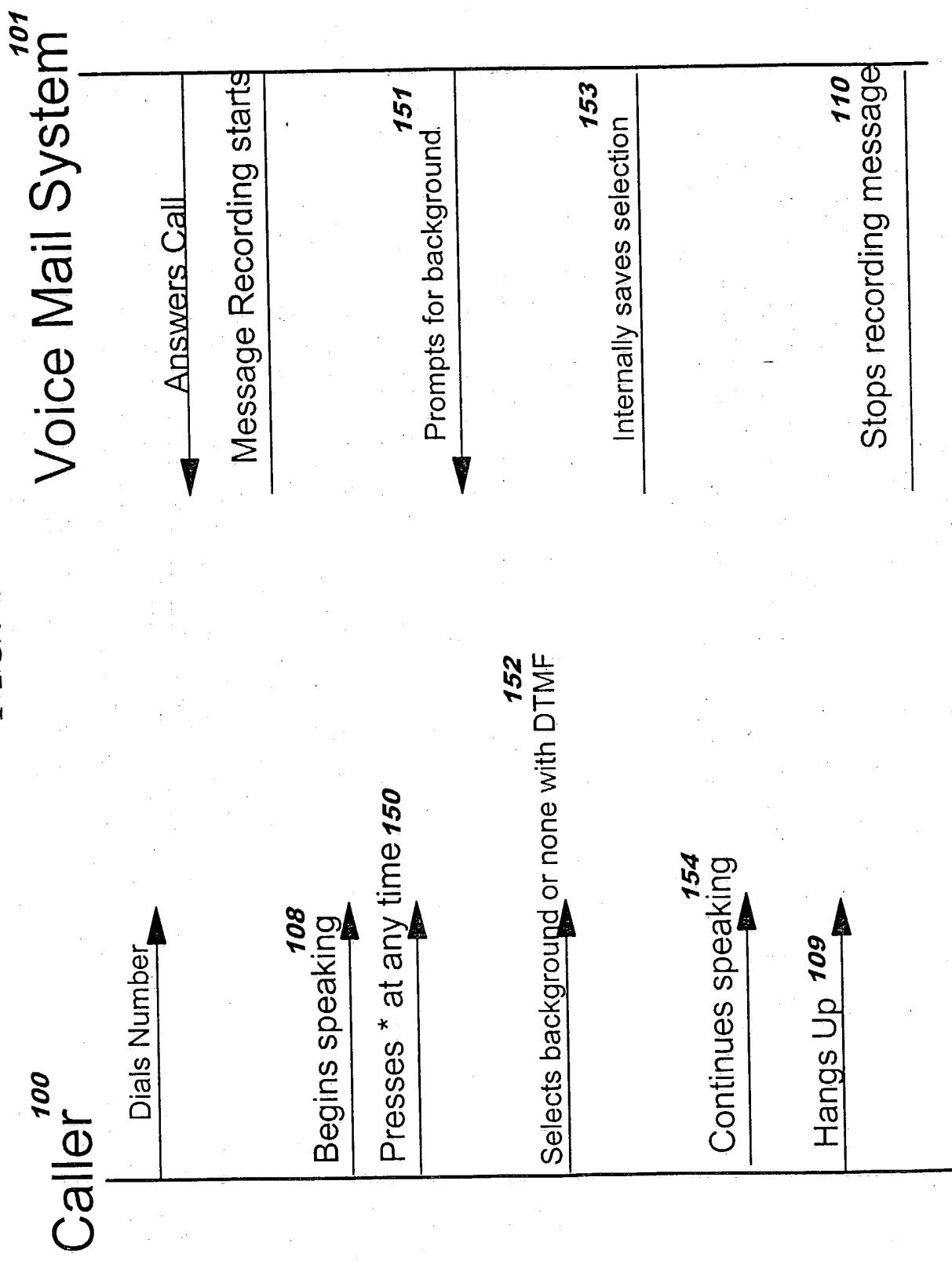


FIG. 1E



Caller 100
Dials Number

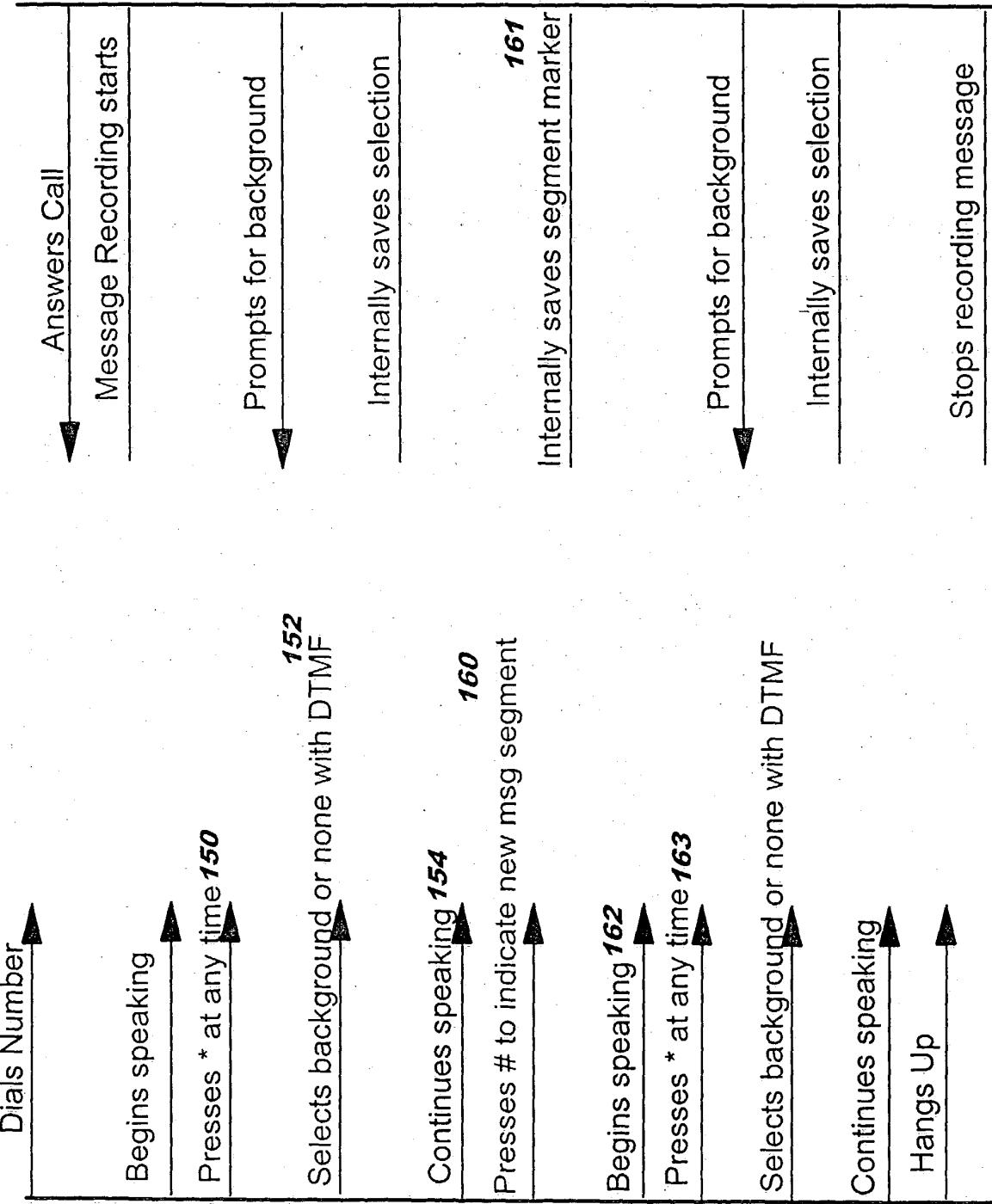
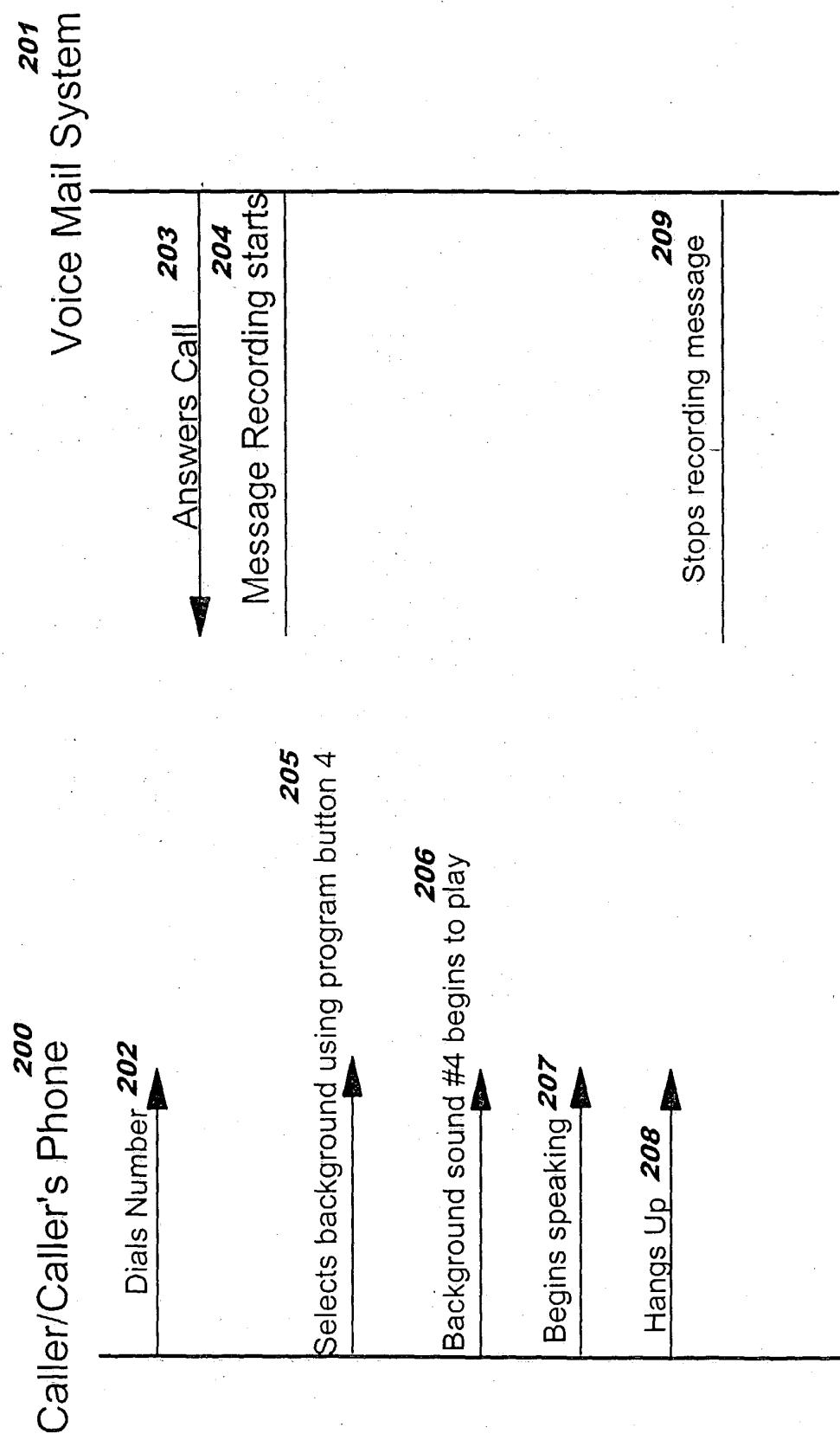


FIG. 1F

Voice Mail System 101

FIG. 2A



Caller/Caller's Phone **200**

FIG. 2B

Voice Mail System **201**

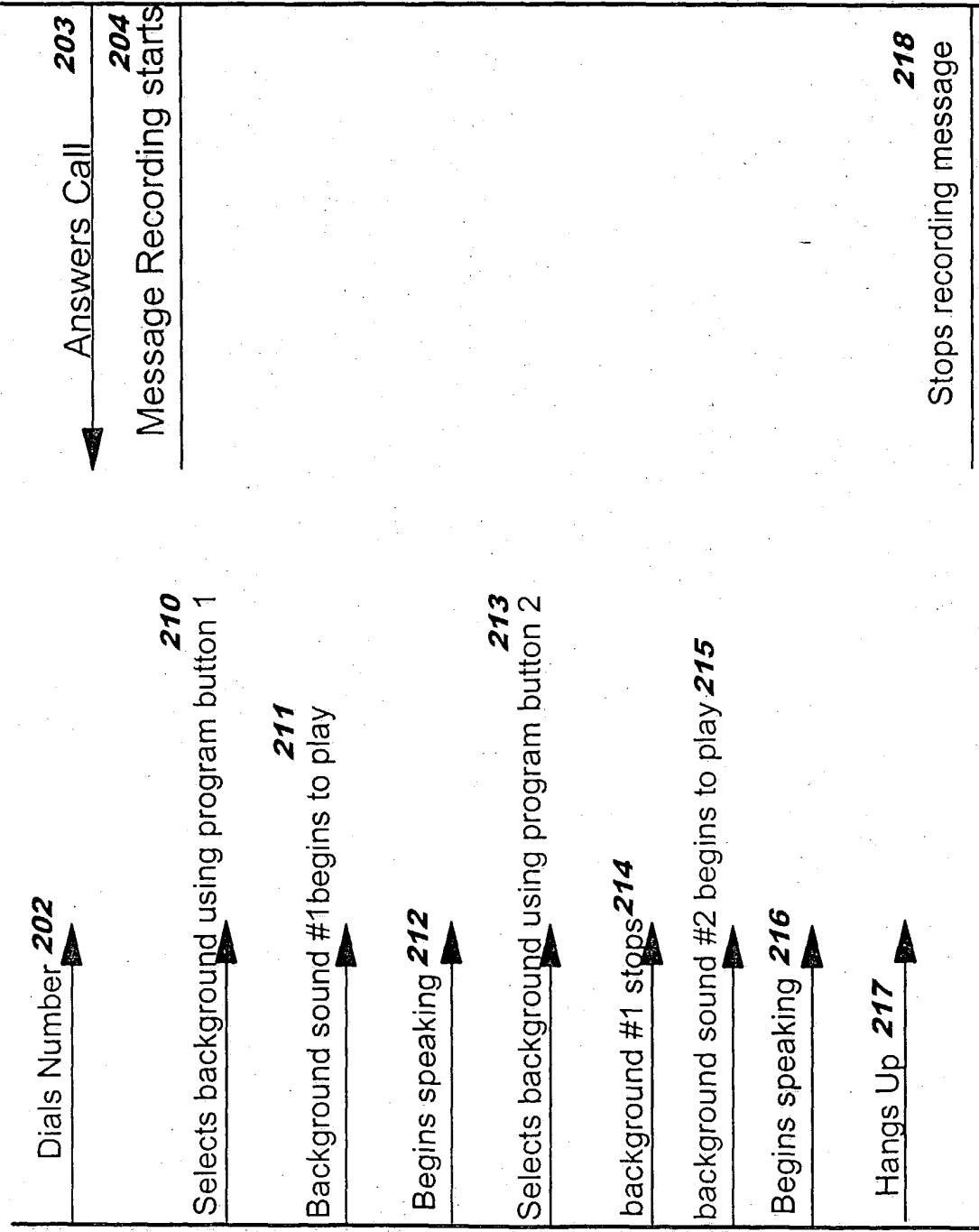


FIG. 2C

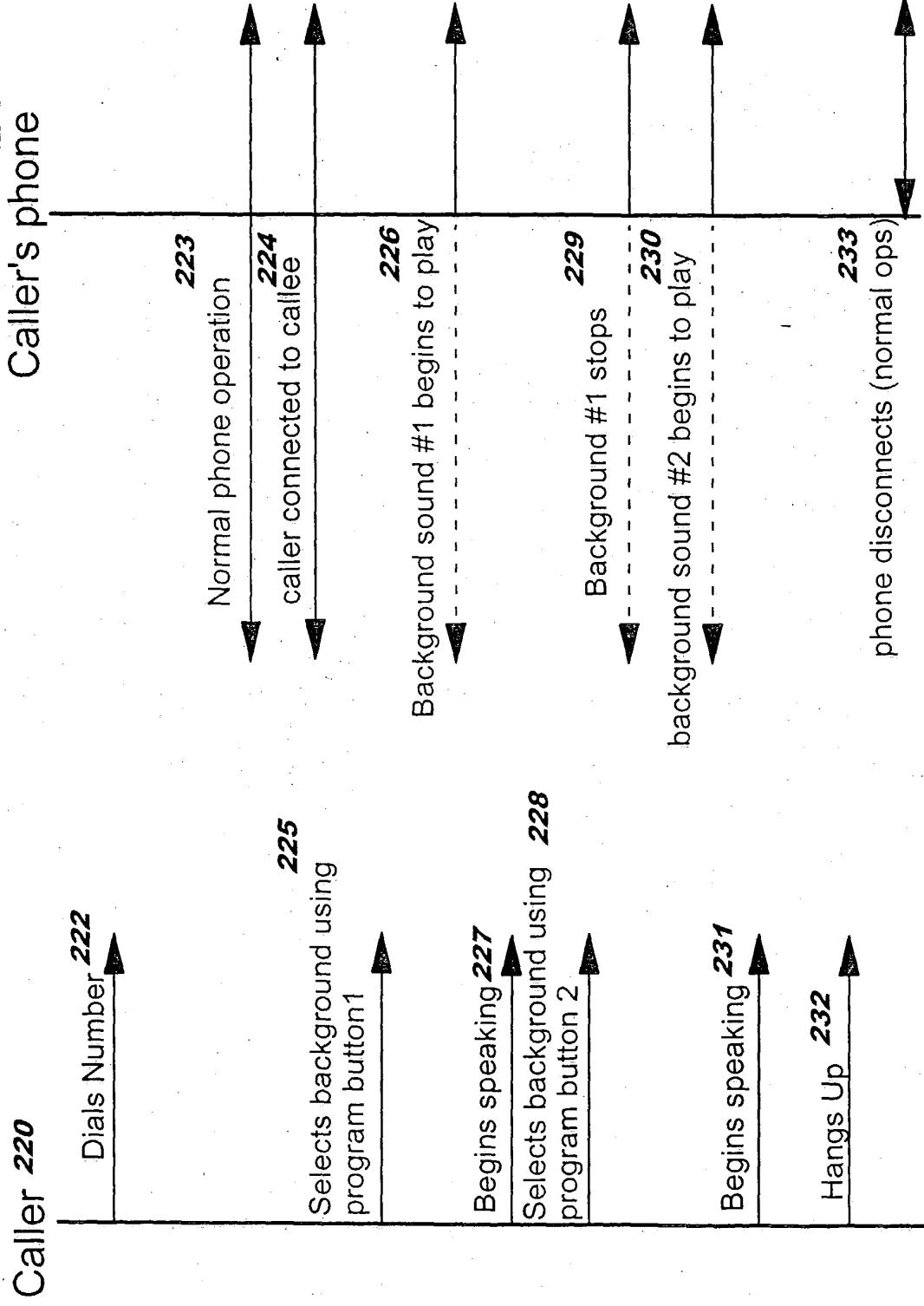


FIG. 3

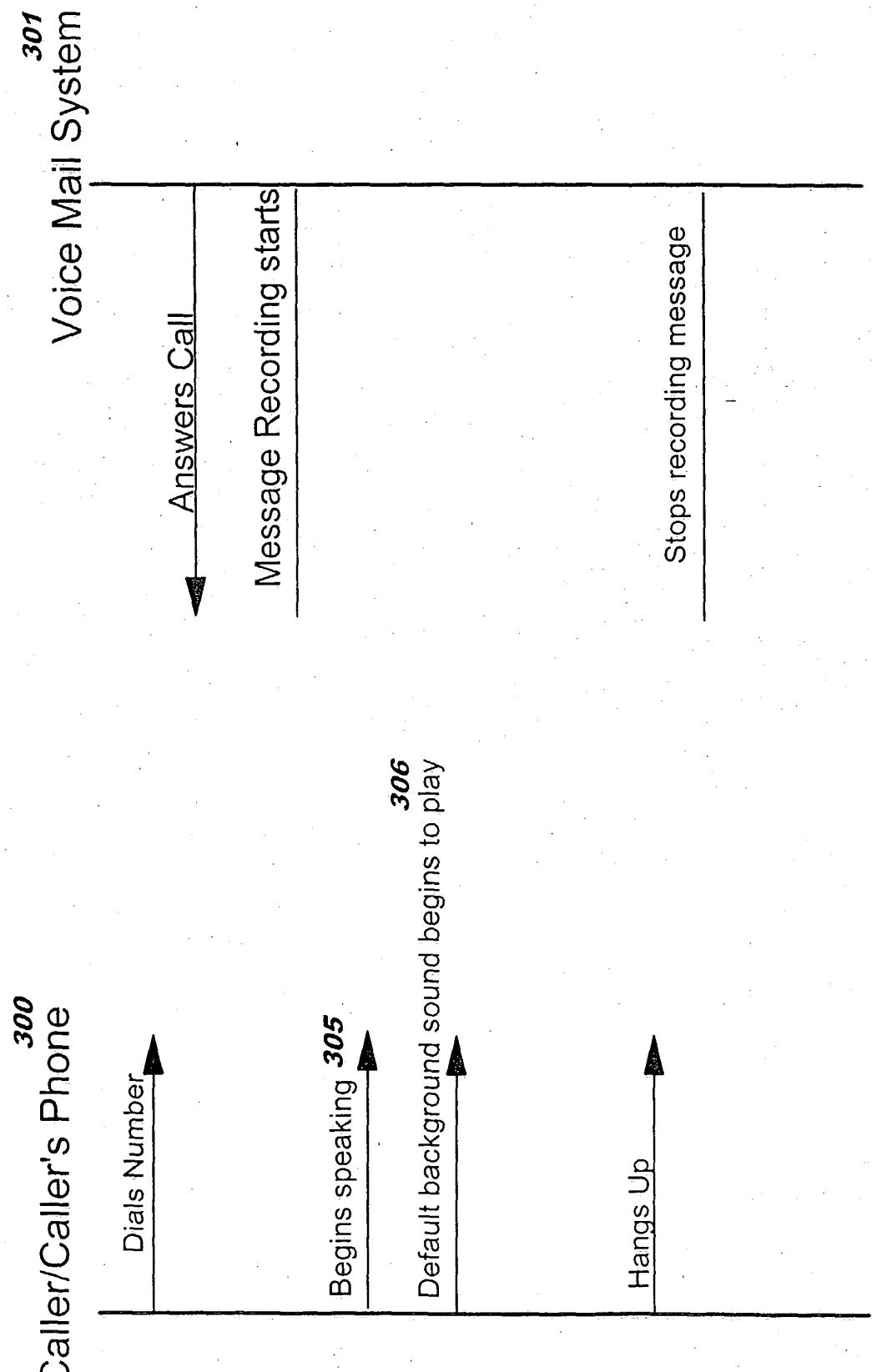
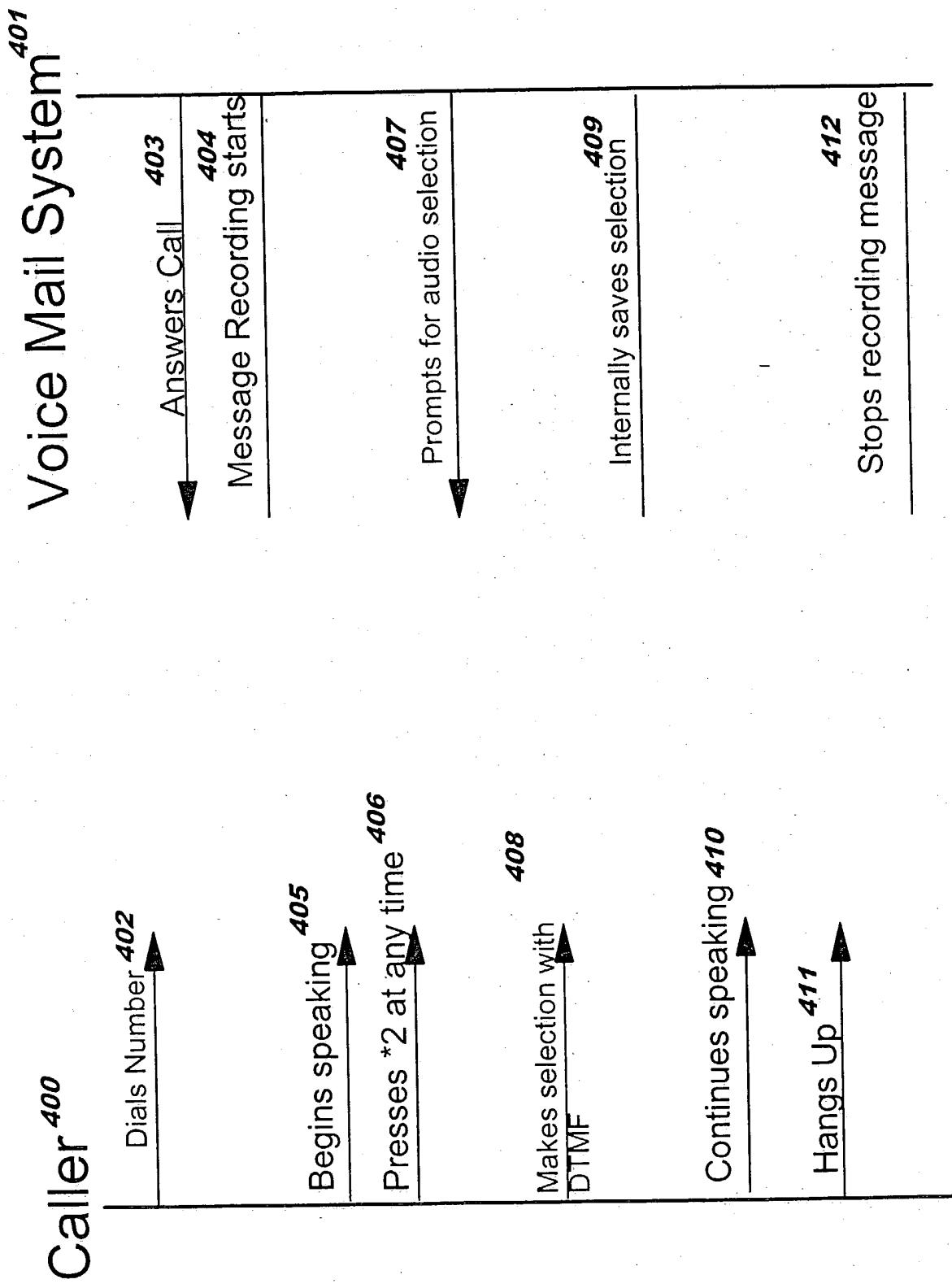


FIG. 4A



Caller **400** FIG. 4B Voice Mail System **401**

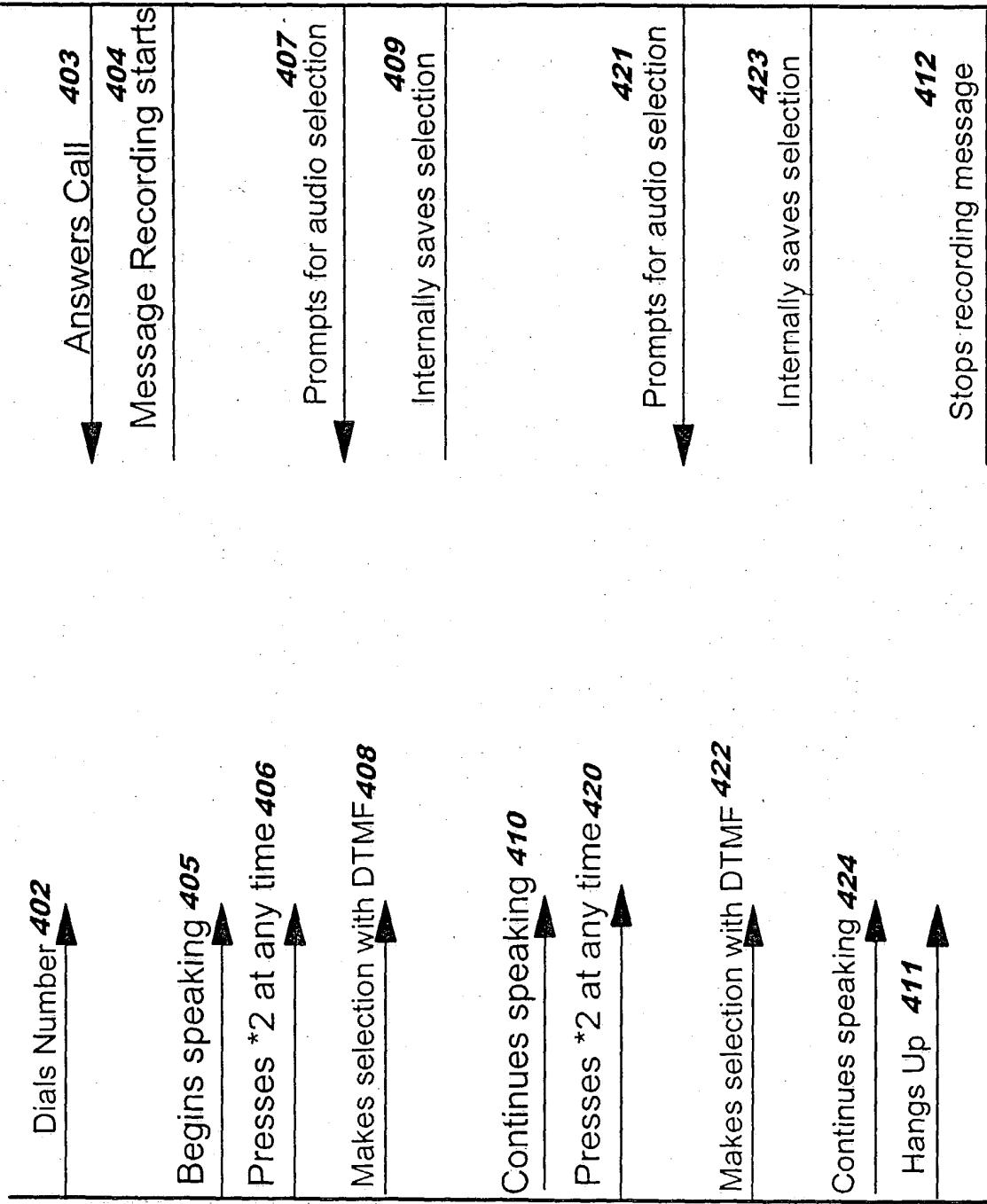


FIG. 5

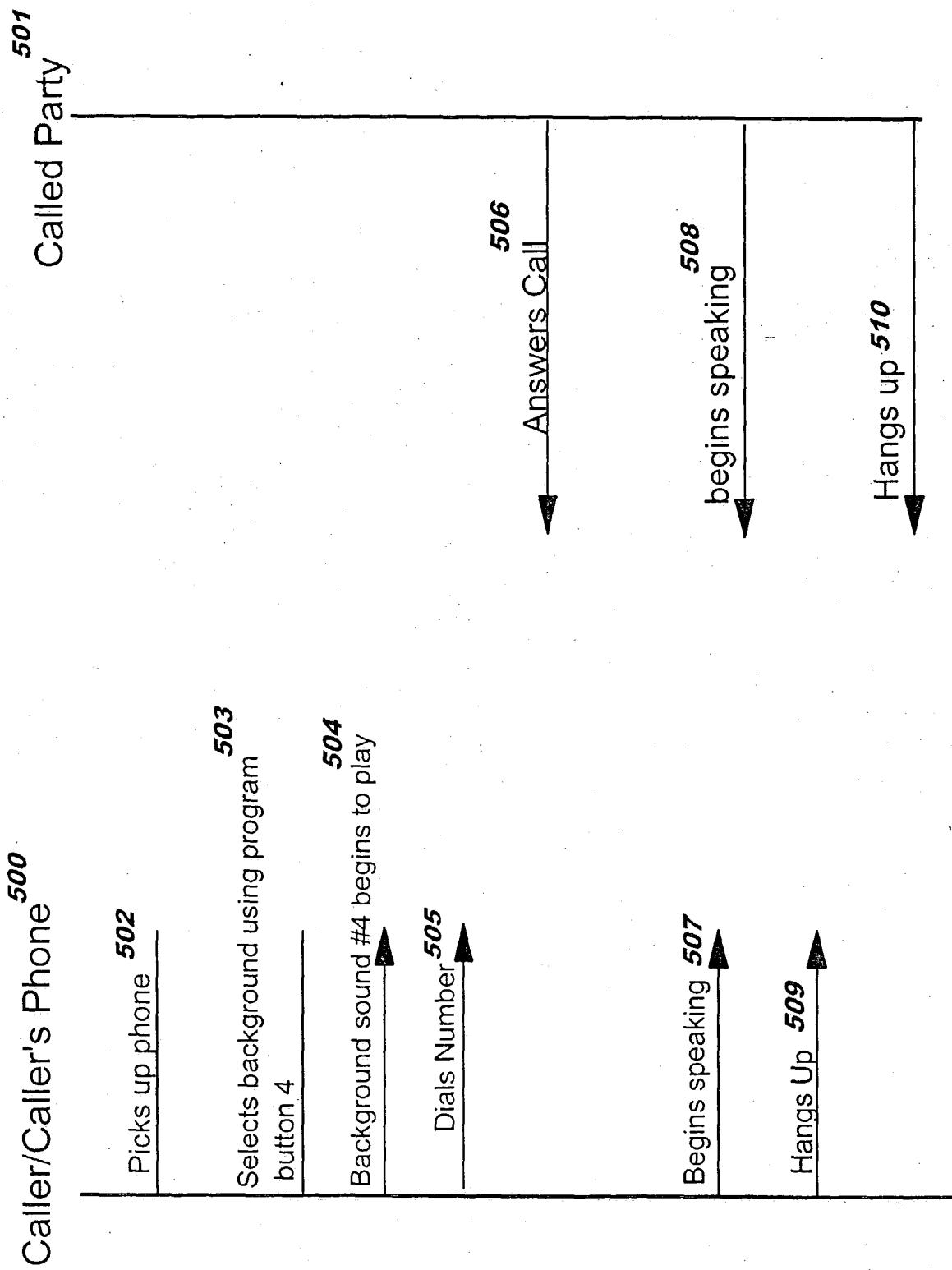


FIG. 6A

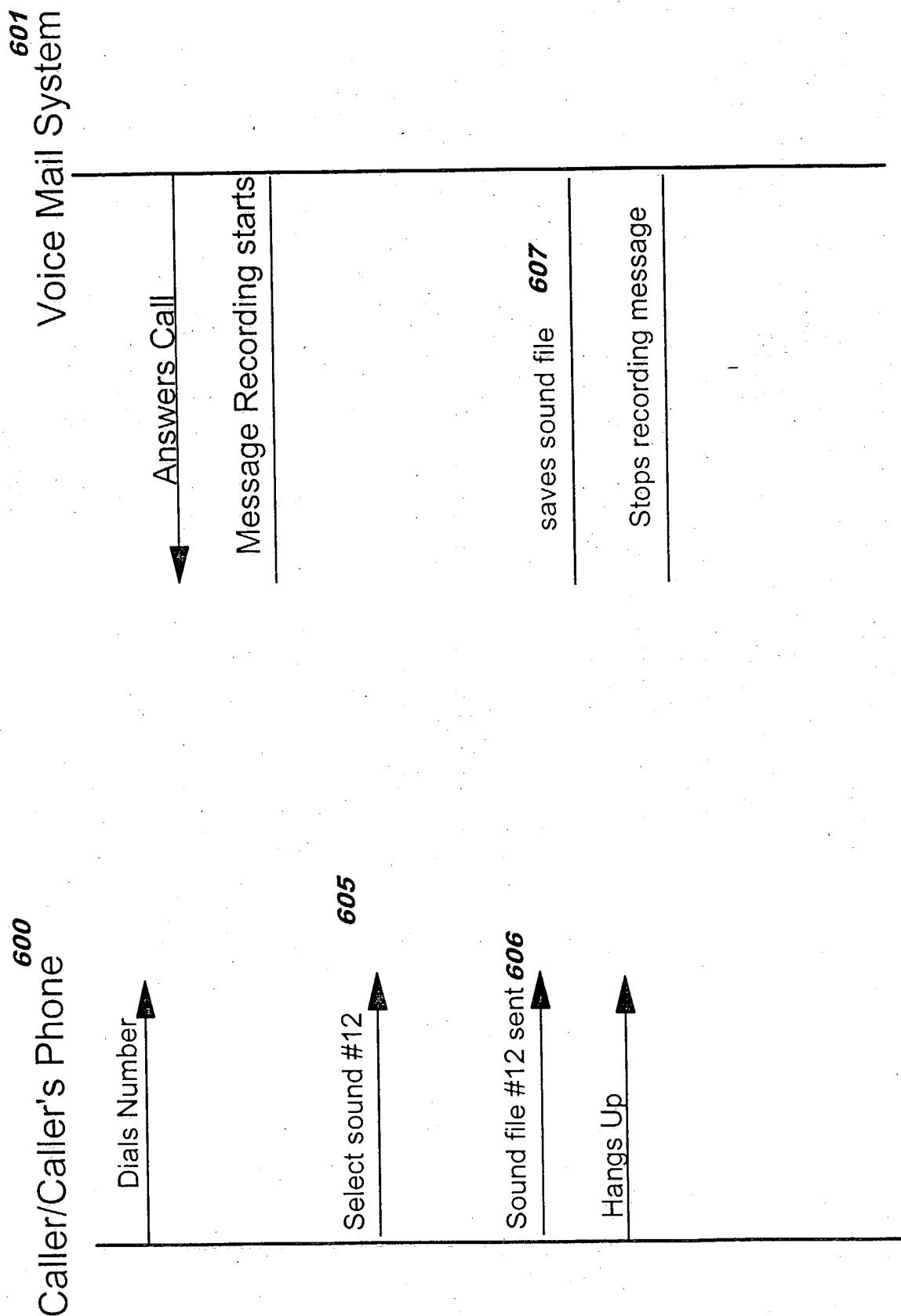


FIG. 6B

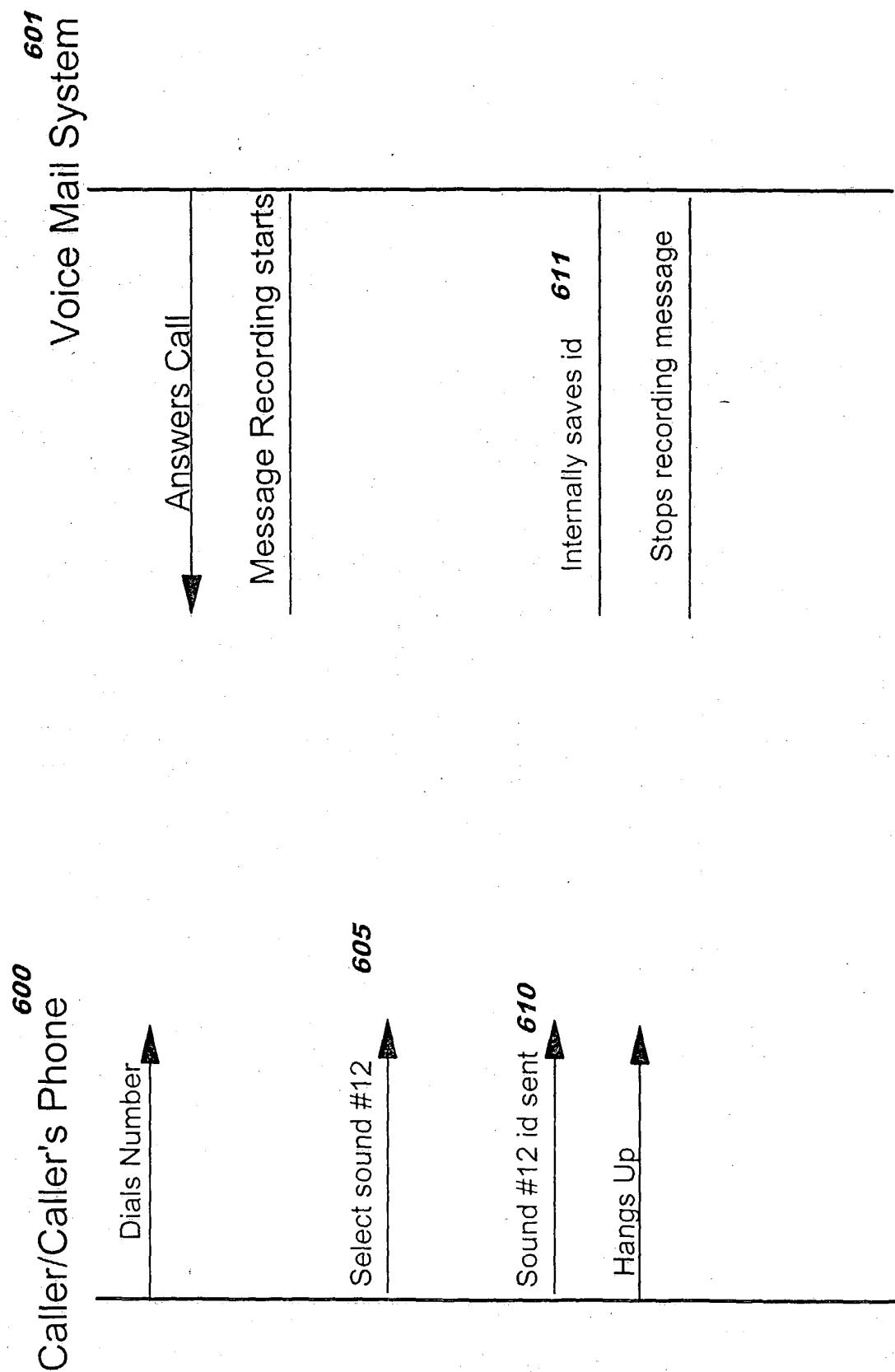


FIG. 7A

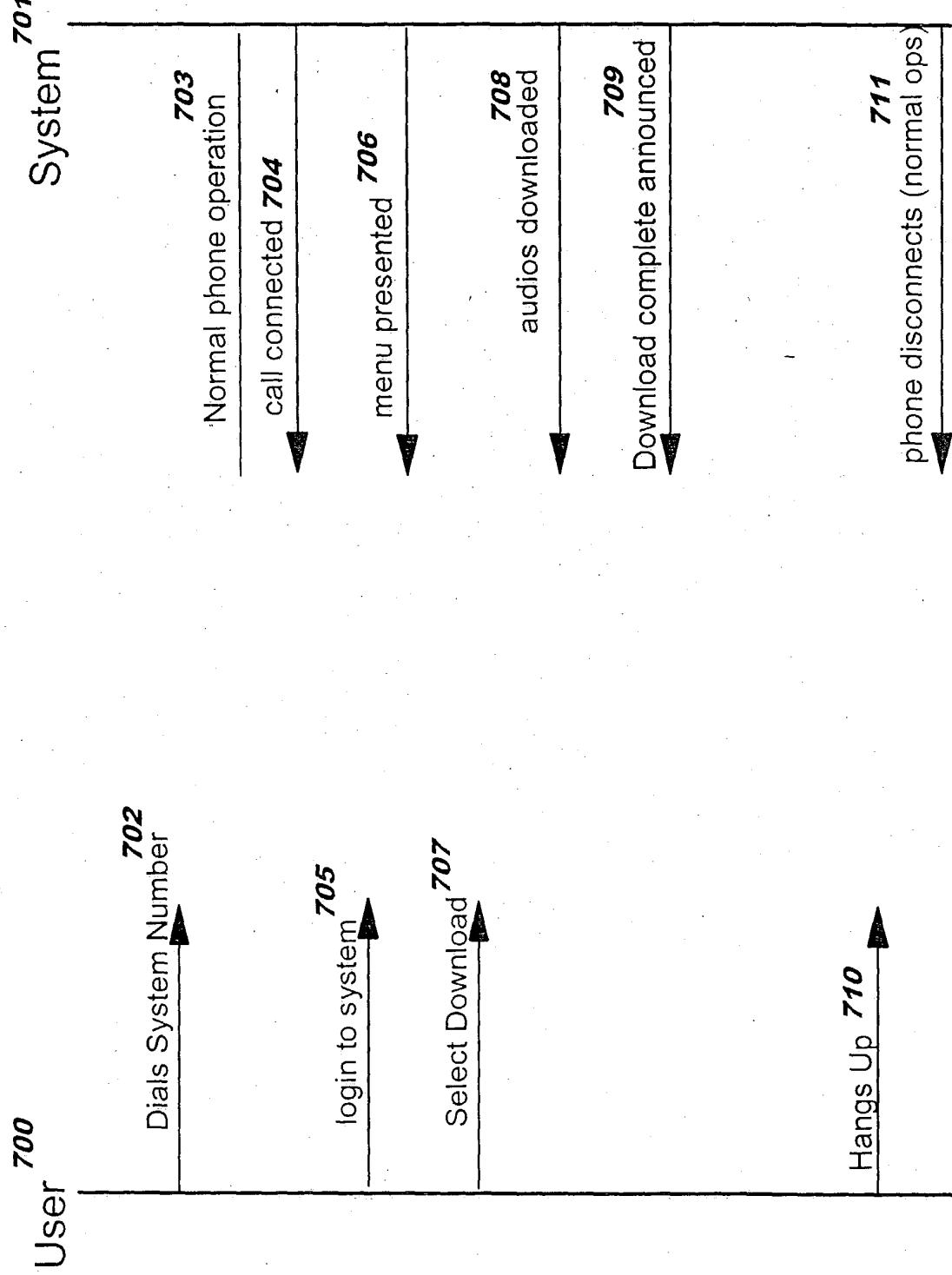


FIG. 7B

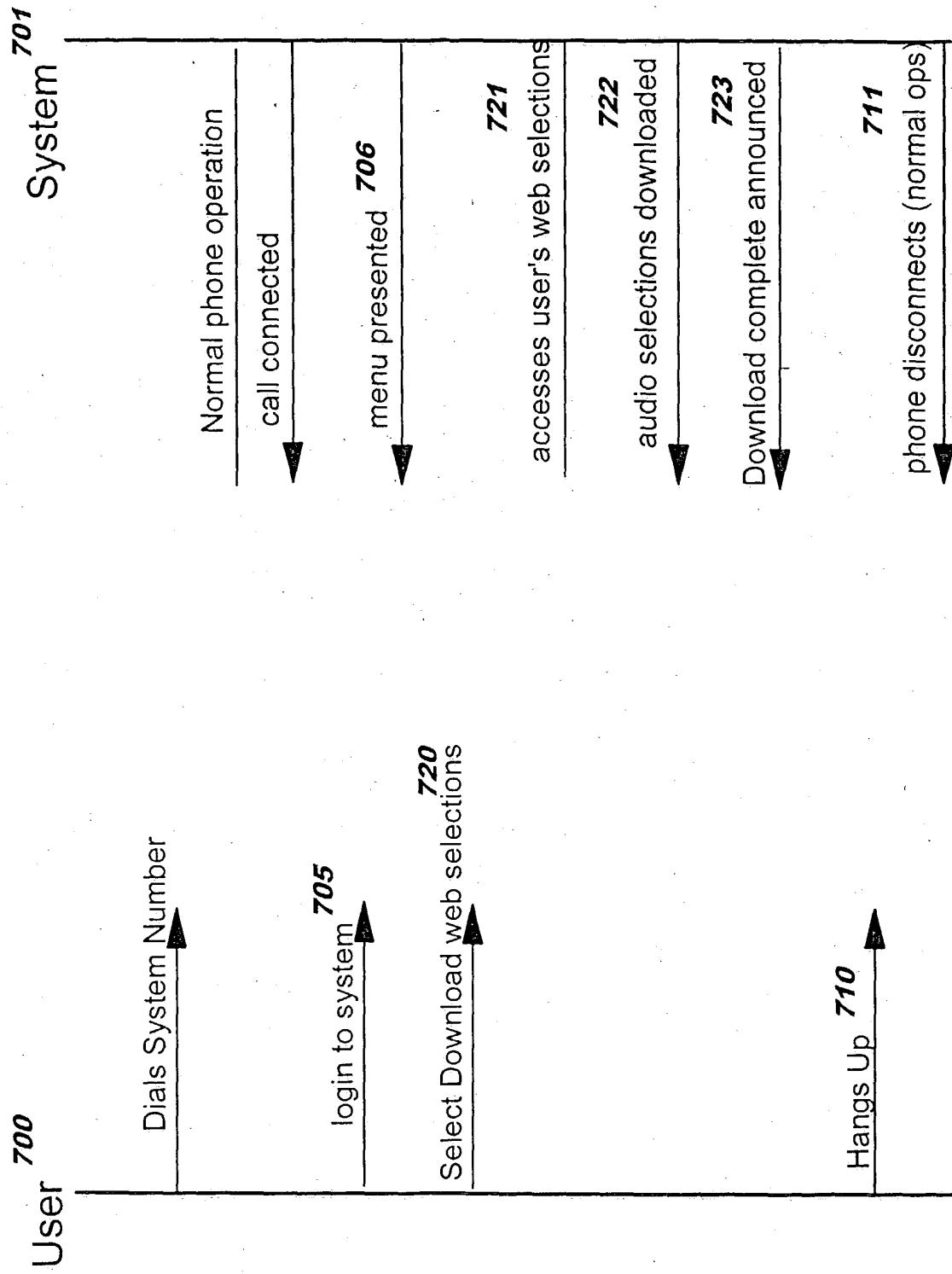


FIG. 8

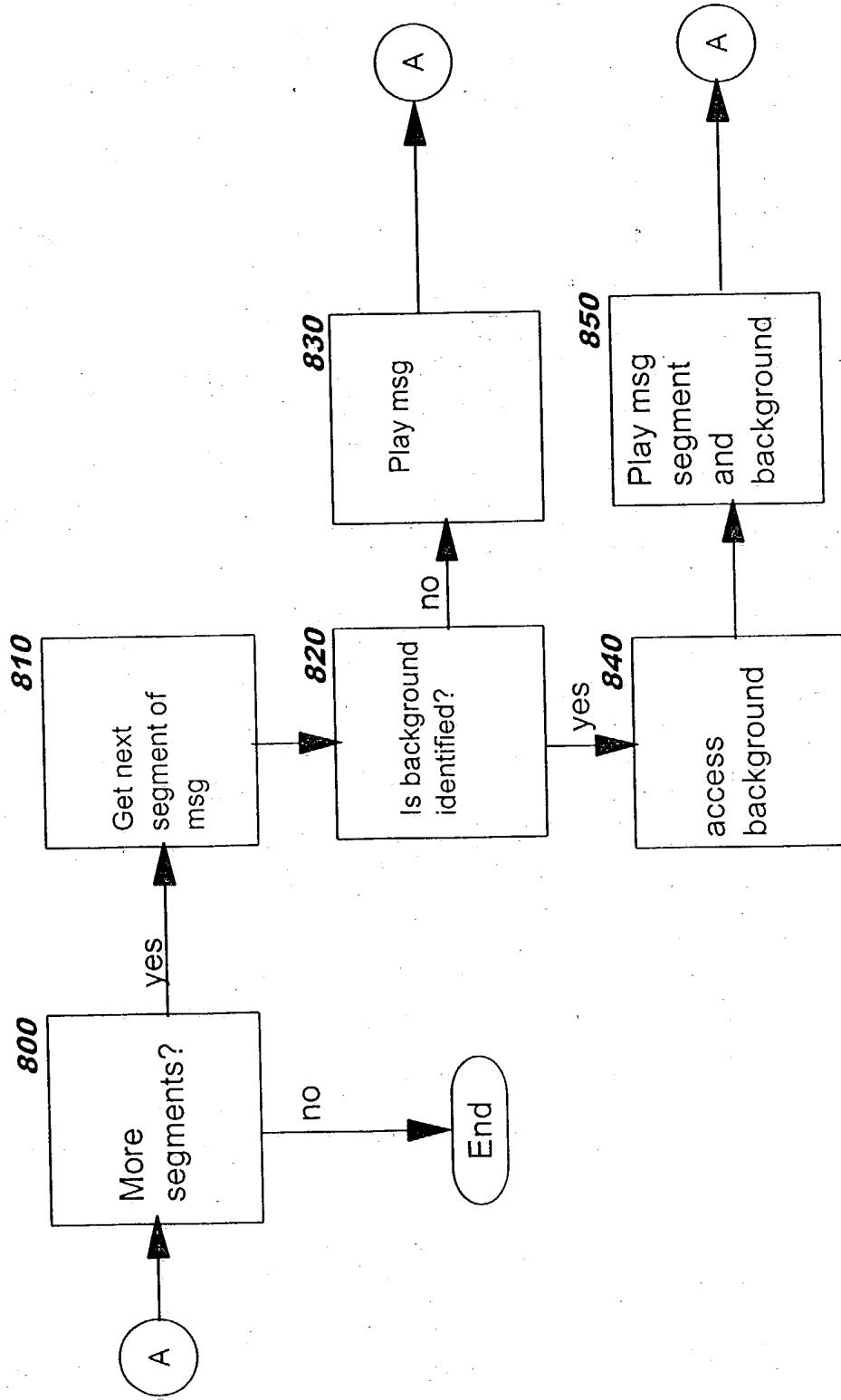


FIG. 9A

Message Segment Data Structure 900

Message segment number
Background selection number
User message

Example code:

#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct 920

```
{  
    Int segment_number; /* this field is not necessarily required */  
    Int background_selection_number;  
    FILE *msg; /* could be a .wav file */  
}
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 930

FIG. 9B

Message Segment Data Structure 940

Message segment number
Selection type
Selection number
User message (only valid if selection type is not an audio file)

Example code: 950

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

Struct msg_struct 960

```
{  
    Int segment_number; /* this field is not necessarily required */  
    int selection_type; /* this is 1 = background, 2 = audio file */  
    Int selection_number;  
    FILE *msg; /* could be a .wav file - will be null for audio file */  
}
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970